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<b>(54) Title:</b> SYSTEM AND METHOD FOR MULTI-CURRENCY TRANSACTIONS		
<pre> graph TD     200[Customer Computer] --- 203[Customer User]     200 --- 50((Network))     300[Merchant Computer] --- 303[Merchant User]     300 --- 50     50 --- 100[Server]       </pre>		
<b>(57) Abstract</b> <p>A system for determining approval of a multi-currency transaction between a merchant and a customer using currency exchange. The customer and merchant obligations relating to such a transaction can be fixed at the time of the transaction. Risks to these parties heretofore associated with currency exchange is minimized. The parties to a multi-currency transaction authorize an approving entity to settle the transaction. Authorization is granted by virtue of the customer and merchant setting up accounts knowing that transactions will be submitted and processed by the entity holding the accounts. The parties transmit data representing the transaction to the approving entity. This data includes an amount in a first currency that a customer is willing to pay for a product and a price in a different second currency which a merchant is willing to accept for the product. Using predetermined criteria, the approving entity approves the transaction. Once the transaction is approved, the approving entity may settle the transaction at its discretion thereby bearing the risk associated with currency exchange. The parties, however, incur no risk. The customer will pay the amount in the first currency and the merchant will receive the price in the second currency. These are values known and agreed to by the parties at the time of the transaction.</p>		

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## SYSTEM AND METHOD FOR MULTI-CURRENCY TRANSACTIONS

### BACKGROUND OF THE INVENTION

#### 1. Field of Invention

The present invention generally relates to a system and method for approving a transaction over a communications network between a merchant and a customer. More specifically, the present invention is directed to a system and method for approving a transaction between a merchant and a customer, wherein the transaction occurs over an electronic network (such as the Internet) and wherein the customer pays for a product using electronic cash in one currency and the merchant receives electronic cash for the product in a different currency.

#### 2. Description of the Prior Art

Soon, international commerce may be a common experience for almost everyone. This is due, in large measure, to computer networks, including the Internet, which link individuals, consumers, businesses, financial institutions, educational institutions, and government facilities. In fact, the growth in international commerce appears limitless, given the forecasts relating to the commercial use of the Internet and the like.

There is a problem, however, inherent in international commerce, electronic or otherwise. The problem exists, for the most part, because monetary systems differ from country to country. That is, money is generally expressed in different currencies in different countries and the value of the different currencies vary greatly. Currency conversion is widely used to convert money from one currency into money of a different currency.

As used herein, the term "currency" includes, but is not limited to, denominations of script and coin that are issued by government authorities as a medium of exchange. A "currency"

1 also may include a privately issued token that can be exchanged for another privately issued  
2 token or government script. For example, a company might create tokens in various  
3 denominations. This company issued 'money" could be used by employees to purchase goods  
4 from merchants. In this case, an exchange rate might be provided to convert the company  
5 currency into currencies which are acceptable to merchants.

6 In each instance, currency conversion represents a significant economic risk to both  
7 buyers and sellers in international commerce. For example, assume a customer desires to buy  
8 a product from a merchant. Further consider the scenario where the customer pays his credit card  
9 bills in United States dollars and the merchant only accepts French francs for the products he  
10 sells. The customer uses his credit card to pay the merchant for the product. The merchant  
11 receives French francs.

12 Typically, at an undetermined later date, the company issuing the credit card would bill  
13 an amount to the customer in United States dollars. The amount billed to the customer is  
14 determined by an exchange rate used at the time the credit card company settles the transaction.  
15 This settlement is often at an indeterminate time and could be on the date of purchase or several  
16 days or weeks later. The time of this settlement is at the credit card company's discretion. The  
17 risk to the credit card company is minimal--it can settle the transaction when exchange rates are  
18 favorable. Thus, in this case, it is the customer who bears the risk that the value of the customer's  
19 currency will decline prior to this settlement.

20 As another example, consider a cash transaction where a merchant accepts a currency  
21 other than that of his country's currency. In this case, the merchant sells the currency to a  
22 currency trader, usually at a discount. The price the merchant charges to the customer who pays  
23 cash reflects both the cost of currency conversion (the discount) and the risk that the rate used  
24 to establish the price of the product in a particular currency may have changed. This results in

1 the customer paying a higher price for the product and the merchant incurring risk due to a  
2 possible change in currency exchange rates.

3 Thus, the described post sale methods of currency exchange may impart significant risk  
4 upon the customer and the merchant. Risk is typically on the side of whoever commits to the  
5 currency conversion. Specifically, in a cash transaction, the customer bears the risk when  
6 currency is converted prior to purchasing a product. The merchant sustains the risk when he  
7 converts the customer's currency into his own currency. Also, in the case of transactions on the  
8 scale of a few cents, the cost of currency conversion may be greater than the currency is worth.

9 As yet another example, consider the risks that an individual assumes when he converts  
10 from the currency of his country ("native currency") to a different second currency. In this case,  
11 the individual can purchase goods at a price in the second currency, but cannot be certain of the  
12 value of the second currency relative to his native currency. In this case, the currency exchange  
13 has occurred pre-sale. Thus, the individual assumes the risk of devaluation of the second  
14 currency against the first. Further, the customer bears the risk that the second currency may cease  
15 to be convertible into his native currency.

16 It is noted that if the individual desires to purchase an item in a third currency which  
17 differs from the native and second currencies, he must undertake at least one additional currency  
18 conversion (converting either his native currency to the third currency, the second currency to  
19 the third currency, or a combination of both). In this case, the customer assumes an additional  
20 risk.

21 The present invention recognizes that international commerce over electronic networks,  
22 such as the Internet, cannot reach potential unless customer and merchant obligations relating to  
23 transactions are fixed at the time of the transaction so that risk to these parties associated with  
24 currency exchange is minimized. Thus, what is needed to encourage the development of

1 international commerce over such networks is a system and method that offers a means of  
2 eliminating the uncertainty associated with multi-currency transactions. One aspect of the  
3 invention disclosed herein shifts the risk associated with currency exchange from both the  
4 merchant and customer to a third party (e.g., a server) in real time. This server may assume the  
5 risk itself or may choose to subsequently pass on the risk to a fourth party (e.g., a bank or other  
6 financial institution).

## SUMMARY OF INVENTION

The present invention is directed to a system for determining approval of a transaction between a merchant and a customer. The system comprises a merchant device associated with the merchant. The merchant device has a first set of data including a product price in a first currency. The system also has a customer device associated with the customer. The customer device has a second set of data including a first amount in a second currency. The system further has a server device connected to both the customer device and the merchant device for receiving the first and second sets of data and for approving the transaction when the first amount in the second currency is within a risk range of the price in the first currency in accordance with current exchange rates.

Another aspect of the present invention is directed to a system for determining approval of a transaction between a merchant and a customer. The transaction includes the merchant providing a product to the customer at a price in a first merchant currency. The price in the first merchant currency is known by the customer. The system comprises a customer device associated with the customer. The customer device has a first set of data including a customer amount in a customer currency. The system also includes a server connected to the customer device having the merchant price in the first merchant currency for receiving the first set of data, and for approving the transaction when the customer amount in the customer currency is within a risk range of the price in the merchant currency in accordance with current exchange rates.

Still another aspect of the present invention is directed to a method for determining approval of a transaction between a merchant having a merchant device and a customer having a customer device. The merchant device and the customer device are connected to a server. The method comprises transmitting a first set of data from the merchant device to the customer device. The first set of data includes a merchant price in a first merchant currency. The method

1 includes receiving the first set of data by the customer device, wherein the customer device has  
2 a second set of data including a customer amount in a first customer currency. The method  
3 further includes transmitting the first and the second sets of data by the customer device to the  
4 server and transmitting the first and second sets of data by the customer device to the server. The  
5 server is for approving the transaction when the customer amount in the first customer currency  
6 is within a risk range of the merchant amount in the merchant currency in accordance with  
7 current exchange rates.

### 8 **BRIEF DESCRIPTION OF DRAWINGS**

9 Representative embodiments of the present invention will be described with reference to  
10 the following drawings:

11 Figure 1 is a diagrammatic representation of one aspect of the present invention.

12 Figure 2 is a diagrammatic representation of another aspect of the present invention.

### 13 **DETAILED DESCRIPTION OF**

### 14 **THE PREFERRED EMBODIMENTS**

15 Reference is now made to Figures 1-2 for the purpose of describing, in detail, the  
16 preferred embodiments of the present invention. The Figures and accompanying detailed  
17 description are not intended to limit the scope of the claims appended hereto.

18 The preferred architecture of the present invention is generally depicted in Figure 1.  
19 Figure 1 shows three entities: a server **100**, a customer computer **200**, and a merchant computer  
20 **300**, connected to each other via a network **50**. The network **50** may be a private, public, secure,  
21 or an insecure network. The preferred embodiments of the present invention contemplate use  
22 of an insecure network, for example, the Internet. The connections to the network **50** are  
23 identified by lines **105**, **205**, and **305**, respectively, and are well known in the art.

24 The merchant computer **300** represents the computer of an individual, for example, a



1 merchant user **303**, who sells products via the network **50**. A "product" may include goods,  
2 services, information, data, and the like. The customer computer **200** represents the computer  
3 of an individual, for example, a customer user **203**, who wants to buy a product (or products)  
4 from the merchant user **303** over the network **50**. The mechanism of delivery of the product is  
5 not a part of this patent. Product delivery could be coincident with payment, before payment, or  
6 after payment.

7 The server **100** represents a computer of an entity who processes transactions between  
8 the customer user **203** and the merchant user **303**. The server **100** has a database including at  
9 least one customer account in a first currency associated with the customer user **203** and one  
10 merchant account in a second currency associated with the merchant user **303**. The first currency  
11 differs from the second currency. The accounts preferably store electronic funds of the parties,  
12 for example, electronic cash. The electronic funds are a representation of funds (real cash, credit,  
13 etc.).

14 The server **100** also has its own server accounts. The server accounts are in currencies  
15 corresponding to the currencies of the customer and merchant accounts. The server accounts  
16 represent real cash, credit, etc. corresponding to the electronic funds stored in the customer and  
17 merchant accounts.

18 We prefer to maintain local accounts at the merchant computer **300** and the customer  
19 computer **200**. The local accounts represent the electronic funds in the merchant account and the  
20 customer account maintained at the server **100**, respectively. The local accounts of the customer  
21 and the merchant are sometimes referred in the art as "wallets" and "cash registers", respectively.  
22 The server accounts may be arranged with a bank or other financial institution.

23 To illustrate how these accounts might be set up, consider the situation where a customer  
24 user **203** lives in the United States and purchases products using U.S. dollars. Further assume

1 that a merchant user **303** located in France conducts his operations in French francs. In this case,  
2 the server **100** may have a customer account in United States dollars and a merchant account in  
3 French francs. The server **100** processing transactions between these parties may have two  
4 electronic accounts representing all user accounts whose currencies are in dollars and all user  
5 accounts whose currencies are in francs as well as two real accounts in a bank. one server account  
6 would be in United States dollars and the other server account in French francs.

7 When the network **50** is insecure, we prefer to take measures to assure that the server **100**,  
8 customer computer **200**, and the merchant computer **300** can communicate securely over the  
9 network **50**. Of course, secure communication is not required for the present invention, but is  
10 only a preferred form of such communication.

11 Central to achieving such security while maintaining a high performance payment system  
12 is the use of "sessions". A session is an opportunity (or window) in which the customer user **203**  
13 may purchase a product from the merchant user **303** over the network **50** or which the merchant  
14 user **303** may sell a product to the customer user **203** over the network **50**. By using a session,  
15 a merchant can securely communicate with a customer over an insecure network. The customer  
16 user **203** and the merchant user **303** have their own independent sessions. Sessions are of limited  
17 duration. This duration is governed by predetermined parameters. These parameters are  
18 preferably set by the customer user **203** and the merchant user **303**. However, the server **100** may  
19 set or limit values of such parameters.

20 We prefer that the parameters relating to the session of customer user **203** limit an amount  
21 of electronic funds (the "session amount"), a maximum amount of time that the customer's  
22 session may last, and a maximum number of transactions that the customer user **203** may  
23 conduct. The session amount is the maximum amount of electronic funds that the customer user  
24 **203** may spend during the customer's session. Also, we prefer that the session of merchant user

1     **303** is limited by a maximum amount of time that the merchant's session may last and a  
2     maximum number of transactions that the merchant user **303** may conduct.

3             To accomplish such secure communication over the insecure network, a first session  
4     associated with the customer user **203** is created. The first session has first use parameters for  
5     limiting the duration that the first session can be used and a set of customer data. The first use  
6     parameters and the set of customer data are identifiable by the server **100**. A second session  
7     associated with the merchant user **303** is also created. The second session has second use  
8     parameters for limiting the duration that the second session can be used and a set of merchant  
9     data. The second use parameters and the set of merchant data are identifiable by the server **100**.  
10    Over the insecure network, a portion of the first session and a portion of the second session are  
11    linked. The portion of the first session includes the set of customer data and the first use  
12    parameters. The set of customer data may include a customer identification string which  
13    identifies the customer user **203**. The portion of the second set of data includes the set of  
14    merchant data and the second use parameters. The set of merchant data may include a merchant  
15    identification string which identifies the merchant user **303**. The server **100** verifies the customer  
16    user **203** and the merchant user **303** based upon at least portions of the set of customer data and  
17    the set of merchant data and determines that the first and second sessions can be used. In this  
18    manner, confidential details of the payment between the customer user **203** and the merchant user  
19    **303** are assured of being communicated securely. Of course, other methods and systems for  
20    establishing secure communication over an insecure network may be used to use the invention  
21    set forth herein.

22            The merchant user **303** and the customer user **203** endeavor ultimately to effect a  
23    "transaction", that is, the purchase of a product by the customer user **203** from the merchant user  
24    **303**. The merchant user **303** and the customer user **203** need not have any prior existing

1 relationship to transact business. This is so because the merchant user **303** and the customer user  
2 **203** each have a preestablished relationship with the server **100** prior to transacting business.

3 How the parties form this relationship is not part of the present invention. Rather, what  
4 is important is that the customer and merchant accounts, described above, exist with the server  
5 **100**. To form the relationship, we prefer that the customer user **203** provide information using  
6 customer computer **200** to the server **100**. Such information may include the name of customer  
7 user **203** and the currency in which he intends to purchase products. In the case of the merchant  
8 user **303**, this information may include the name of the merchant user **303** and the currency in  
9 which he intends to ultimately receive for providing products. Other information can be provided  
10 as deemed necessary by the server **100**.

11 This relationship may be either direct or indirect. An indirect relationship, for example,  
12 would include the situation where one or more entities, previously known to the server **100**, vouch  
13 for the merchant user **303** and/or the customer user **203**. Public key crypto systems are generally  
14 used in this type of vouching process and are well known to those skilled in the art. The process  
15 of using public key crypto systems as such is known in the art as "certificate management". In  
16 this case, vouching entities are known as "certificate authorities". Certificates, certificate  
17 management, and certificate authorities are well known in the art and are not the subject of the  
18 present invention.

19 The present invention is directed toward "approval" of a multi-currency transaction in  
20 which the customer user **203** pays in a first currency and the merchant user **303** accepts the  
21 payment in a second currency which differs from the first currency, rather than the completed  
22 transaction itself. As will be described below, approval commits the customer user **203** and the  
23 merchant user **303** to the terms of the transaction and commits the server **100** to perform virtual  
24 settlement of the transaction.

1           As used herein, "virtual settlement" of the transaction represents at least the movement  
2           of electronic funds to a merchant account of merchant user **303** held by the server **100**. It may  
3           also represent the movement of electronic funds from a customer account of the customer user  
4           **203** held by the server **100**. This is to be distinguished from actual settlement of the transaction.  
5           As used herein, "actual settlement" of the transaction includes at least converting real funds in an  
6           amount equal to the amount in the customer selected currency into real funds in the merchant  
7           accepted currency.

8           The parties are committed as such because of pre-existing bilateral contractual obligations  
9           between merchant user **303** and the operator of server **100** and between customer user **203** and  
10          the operator of the server **100**. The contractual obligations are preferably formed during the  
11          commencement of service relationship between the server **100** and the customer user **203** and the  
12          merchant user **303** respectively.

13          The obligations may include the agreement of customer user **203** and the merchant user  
14          **303** to permit the server **100** to perform virtual settlement of the transaction. In return, the server  
15          **100** may agree to incur the risks associated with currency exchange when it performs actual  
16          settlement of the transaction. We prefer that the customer user **203** and the merchant user **303**  
17          agree to allow the server **100** (on behalf of the operator of the server **100**) to maintain accounts  
18          and balances of funds managed by the server **100**. Further, we prefer that the movement of funds  
19          between those accounts be coincident with the transaction.

20          In this way, the customer user **203** knows substantially the amount in the currency he will  
21          pay for the product. Similarly, the merchant user **303** knows substantially the price in the  
22          currency he will receive for the product. Thus, the customer user **203** and the merchant user **303**  
23          do not bear the above-described risks associated with currency exchange. The amount the

1 customer user **203** knows and the price the merchant user **303** knows is substantially the  
2 respective amount and price because there may be minor factors that affect these actual values.  
3 Such factors will be discussed in terms of risk factors. It is the entity charged with performing  
4 actual settlement of the transaction who bears such risks when the transaction is actually settled.

5 The present invention is directed to approval of multi-currency transactions in which the  
6 customer user **203** pays in a first currency and the merchant user **303** accepts the payment in a  
7 second currency which differs from the first currency. To transact business, the customer user  
8 **203** may shop over the network **50** among the merchant users **303** who also have been permitted  
9 by server **100** to transact business (which may be, for example, those who have merchant  
10 sessions) Using well known techniques, the customer user **203** and a merchant user **303** agree on  
11 a product to be purchased at a price and in a currency.

12 Thus, the merchant user **303** will accept a price and receive payment for the product sold  
13 to the customer user **203**. The price for the product is in a currency accepted by the merchant user  
14 **303**, referenced herein as the "price in the merchant accepted currency P(MAC)II. The customer  
15 user **203** will pay an amount to the merchant user **303** for a selected product. The amount will  
16 be paid in a currency selected by customer user **203**, referenced herein as the "amount in the  
17 customer selected currency A(CSC)tr. The currency selected by the merchant user **303** is different  
18 than the currency selected by the customer user **203**. Hence, currency exchange is used to approve  
19 the transaction contemplated by the present invention.

20 In a first embodiment of the present invention, the server **100** is used to approve the  
21 transaction between the merchant user **303** and the customer user **203**. As stated previously,  
22 approval commits the customer user **203** and the merchant user **303** to the terms of the transaction  
23 and commits the server **100** to perform virtual settlement of the transaction.

1           In this embodiment, the customer user **203** and the merchant user **303** have established  
2 and agreed upon a product to be purchased at a price the merchant user **303** will accept. This  
3 product and price are referred to herein as the "agreed product" and the "agreed price",  
4 respectively.

5           Having agreed upon the product and the price, the merchant computer **300** transmits a first  
6 set of data to the server **100**. This first set of data includes the agreed price that the merchant user  
7 **303** is willing to receive for his product. The transmitted agreed price is in the merchant accepted  
8 currency. Other information may be transmitted by the merchant computer **300** as needed by the  
9 server **100**, for example, information identifying the merchant user **303**, the product to be  
10 purchased, account information, etc.

11           Having agreed upon the product and the price, the customer computer **200** transmits a  
12 second set of data to server computer **100**. This second set of data includes the amount that the  
13 customer user **203** is willing to pay for the agreed product. The transmitted amount is in the  
14 customer selected currency. As previously stated, the customer selected currency is contemplated  
15 as being different than the merchant accepted currency.

16           In a further aspect of this embodiment, we prefer that along with providing the amount in  
17 the customer selected currency A(CSC) , the customer computer **200** also transmit the agreed  
18 price in the merchant accepted currency P(MAC) to the server 100. This assures that the customer  
19 user **203** and the merchant user **303** have actually reached agreement on the terms of the  
20 transaction and precludes either party from denying such agreement. Other information may be  
21 transmitted by the customer computer **200** as needed by the server, for example, a requested  
22 payment range (described later), information identifying the customer user **203**, the product to be  
23 purchased, account information, etc. It is not required that the merchant user **303** know or

1 approve the customer selected currency, that is, the currency in which the customer user **203** will  
2 pay. There is no requirement that the customer user **203** approve the merchant accepted currency,  
3 that is, the currency which the merchant user **303** will receive. What is required in this  
4 embodiment of the present invention is that the server **100** be able to convert one such currency  
5 into the other.

6 It is noted that not requiring "approval" of a currency by the merchant user **303** and/or the  
7 customer user **203** is distinguishable from the approval of a "transaction" by the server **100**.  
8 Approval of a currency would be, for example, where the customer user **203** would need the  
9 permission of the merchant user **303** to pay in a given customer selected currency. Approval of  
10 transaction, on the other hand, commits the customer user **203** and the merchant user **303** to the  
11 terms of the transaction and commits the server **100** to perform virtual settlement of the  
12 transaction. The present invention does not require approval of a currency.

13 The first and second sets of data transmitted to the server **100** need not come directly from  
14 the merchant computer **300** and the customer computer **200**. This information may be transmitted  
15 via alternative routes. For example, we prefer that customer computer **200** transmit the second  
16 set of data to the merchant computer **300**. Upon receipt of the second set of data, the merchant  
17 computer **300** transmits at least the amount in the customer selected currency A(CSC) and the first  
18 set of data including price in the merchant accepted currency P(MAC) to the server **100** for  
19 approval of the transaction. In this case the second set of data may be protected to prevent the  
20 merchant from altering it.

21 Upon receiving the amount in the customer selected currency A(CSC) and the agreed price  
22 in the merchant accepted currency P(MAC), the server **100** approves the transaction. The  
23 approval process performed by server **100** is based upon the relative value of the customer



1 selected currency in terms of the merchant accepted currency. This relative value may be  
2 established by the operator of server **100**, a third party, or in other aspects of the present invention,  
3 the customer user **203** or the merchant user **303**. This preferably includes a rate of exchange at  
4 which the customer selected currency can be converted into the merchant accepted currency.  
5 Alternatively, or in addition, this information may include a rate at which the merchant accepted  
6 currency can be converted into the customer selected currency.

7 Approval of the transaction occurs when the amount in the customer selected currency  
8 A(CSC) is sufficient to pay the merchant user **303** the agreed price in the merchant accepted  
9 currency P(MAC). The sufficiency determination process preferably includes converting the  
10 amount in the customer selected currency A(CSC) into an amount in the merchant accepted  
11 currency, referenced herein as the "amount in the merchant accepted currency A(MAC) ", using  
12 a current exchange rate.

13 The current exchange rate data is preferably maintained by the entity charged with  
14 approving the transaction. Thus, in this embodiment, the server **100** may obtain it from a currency  
15 broker or bank. In a further aspect of this embodiment, the approving entity may decide to buy  
16 and sell currencies and establish its own exchange rates. In addition, as the server **100** has the  
17 opportunity to aggregate transactions prior to committing to actually exchange currency with an  
18 external agency, it may obtain preferential exchange rates by converting money in relatively large  
19 units.

20 The frequency that the current exchange rate data is updated depends upon the level of risk  
21 that the approving entity may be willing to accept and the availability of updates from currency  
22 brokerage services. It is preferred that when the server **100** is the approving entity, it receives  
23 updates to the exchange rate data on-line from one or more currency brokers. Frequency and  
24 timing of updates are based on business rules agreed between the operator of the server **100** and

1 the currency broker or brokers. This manages the risk of a significant change between the current  
2 exchange rate and the exchange rate used when the transaction is actually settled.

3 Approval of the transaction by the server **100** is preferably based upon predetermined  
4 criteria. These criteria may be established by any of the parties to the transaction or a third party.  
5 For example, we prefer that the server **100** approve the transaction if the amount in the merchant  
6 accepted currency A(MAC) equals or exceeds the price in the merchant accepted currency  
7 P(MAC).

8 Alternatively, the server **100** could approve the transaction if the amount in the merchant  
9 accepted currency A(MAC) is less than the price in the merchant accepted currency P(MAC). In  
10 this instance, the server **100** may absorb differentials (as where the cost associated with  
11 disapproving the transaction and reprocessing it exceeds the differential). Acceptable differentials  
12 may be dependent upon the creditworthiness of the customer user **203** or the merchant user **303**,  
13 the acceptable deficit balance that the customer user **203** or the merchant user **303** are allowed to  
14 incur, or other market conditions such as, for example, fluctuations in exchange rates. These  
15 acceptable differentials are referred to with respect to each party of the transaction as a "risk  
16 range".

17 Also, in the case where the amount in the merchant accepted currency A(MAC) is less  
18 than the price in the merchant accepted currency P(MAC) but within a predetermined range, the  
19 server **100** could record the differentials as they occur and collect them from the customer user  
20 **203** at a later time. This range is contemplated as being a small range and is referred to herein as  
21 the "payment range". The payment range may be predetermined by the customer user **203** or  
22 preferably, by the server **100**. For the purpose of this application, the amount in the customer  
23 selected currency A(CSC) is equal to the amount in the customer selected currency A(CSC) plus  
24 or minus the payment range. The payment range thus defines the amount of conversion error

1 permitted in the transaction.

2 Approval of the transaction may also be contingent upon the customer user **203** having  
3 access to electronic funds in an amount equal to or exceeding the amount in the customer selected  
4 currency A(CSC) These funds may be stored or represented in a customer account associated  
5 with the customer user **203**. In this case, the server approves the transaction when the amount in  
6 the merchant accepted currency A(MAC) meets the predetermined criteria described above and  
7 the customer account contains electronic funds in an amount at least equal to the amount in the  
8 customer selected currency A(CSC). Using any of the above methods for approval, alone or in  
9 combination, the server **100** approves the transaction.

10 In order to avoid having to access the customer account of the customer user **203** and for  
11 security reasons, we prefer to limit the amount in the second set of data that a customer user **203**  
12 can transmit to the server **100** by the session amount. The session amount is an amount known  
13 by the server **100** to which the customer has access when the customer user **203** is permitted to  
14 shop. The limited amount is reduced as the customer user **203** purchases products over the  
15 network **50**. The customer computer **200** temporarily prohibits the customer user **203** from  
16 transmitting an amount exceeding the session amount to the server **100** to be considered for  
17 sufficiency until more electronic funds is added to the session in which case the session amount  
18 has been increased. It is preferred that under such circumstances, the existing session will  
19 automatically close and a new session will be opened with funds at least sufficient to complete  
20 the transaction. Once the subsequent session is opened, the transaction may be approved. Of  
21 course, if the server computer **100** determines that customer user **203** does not have enough funds  
22 available to it to open a subsequent session of sufficient value, the transaction may be refused by  
23 server **100** altogether or the server **100** may approve the transaction as described herein.

24 It is preferred that the funds available to customer user **203** during its session and the

1 funds received by the merchant user **303** during its session be maintained to two decimal positions  
2 to the right of the minor unit of a currency. For example, in the case of U.S. dollars, the present  
3 invention preferably would carry the value of session funds to one hundredth of a penny to assure  
4 that rounding errors are minimized during a session, thus decreasing rounding errors during  
5 currency conversion of small transactions. When a session closes, the balance in the session is  
6 adjusted to whole minor currency units (this adjustment may be rounding or truncation).

7       Once the transaction is approved, the customer user **203** and the merchant user **303** are  
8 committed to the terms of the transaction. Specifically, the customer user **203** is committed to  
9 pay the amount in the customer selected currency A(CSC). Similarly, the merchant user **303** is  
10 committed to accept the price in the merchant accepted currency P(MAC) for the product. The  
11 parties are committed as such through the contractual arrangement previously described.

12       By the contractual obligations described above, the server **100** is committed to perform  
13 virtual settlement of the transaction. Therefore, according to this aspect of the present invention,  
14 a merchant account may be maintained for the merchant user **303** and a customer account may  
15 be maintained for the customer user **203**. The merchant and customer accounts are preferably  
16 maintained by the server **100**. However, one or both of the accounts may be maintained by a party  
17 other than the server **100**.

18       The merchant account and customer account may be debit or credit accounts. We prefer  
19 that the customer account be a debit account and that the merchant account be a credit account  
20 and that each such account represent funds in the form of electronic funds. However, other types  
21 of accounts may be used as known by those skilled in the art.

22       In the case where a party other than the server **100** maintains a merchant account and/or  
23 a customer account, the server **100** may transmit data to the party to enable virtual settlement. For  
24 example, if the party maintained the merchant account and the customer account, the server **100**

1 may transmit data identifying the merchant account and the price in the merchant accepted  
2 currency P(MAC) to be credited, and the customer account and the amount in the customer  
3 selected currency A(CSC) to be debited. Then, the party would debit the customer account and  
4 credit the merchant account accordingly.

5 In this process, upon approval of the transaction, the customer account is debited by the  
6 amount in the customer selected currency A(CSC). The merchant account is credited with the  
7 agreed price in the merchant accepted currency P(MAC). This amount and price were known by  
8 and agreed to by the customer user **203** and the merchant user **303**. Thus, there is no uncertainty  
9 as to the amount or currency to be paid by customer user **203** or the price or currency to be  
10 received by merchant user **303**.

11 Several variations on the above described embodiment provides that the currency used in  
12 the customer selected currency may be selected by the customer user **203** (or the server **100**) from  
13 a plurality of currencies, referred to herein as "customer currencies". Also, the currency used in  
14 the merchant accepted currency may be selected by the customer user **203** from a plurality of  
15 currencies, referred to herein as "merchant currencies". A description of these variations is now  
16 provided.

17 A customer user **203** may have access to amounts in a plurality of customer currencies.  
18 For example, a customer user **203** may have accounts containing amounts in United States dollars,  
19 French francs, and Japanese yen. The customer user **203** may purchase products using amounts  
20 from any of these accounts. To effect this option, the customer computer **200** presents an amount  
21 in each of the plurality of customer currencies to the customer user **203**. This is done using  
22 exchange rate data for each customer currency to convert the merchant accepted currency into  
23 amounts in each of the customer currencies. It is preferred that the exchange rate data be provided  
24 to customer computer **200** by server **100** at various times. Other mechanisms for obtaining such

1 data include the use of brokers. The customer user **203** selects an amount in one of the plurality  
2 of customer currencies in which the customer user **208** will spend for the product. This selected  
3 amount represents the amount in the customer selected currency A(CSC) described previously.

4 In the above description, the method by which the customer computer **200** can determine  
5 the amount of customer currency to pay for a purchase in the merchant computer **300**'s currency  
6 is omitted. While there are a number of ways to enable this conversion, we prefer that prior to  
7 the inception of the customer computer **200**'s session, that the customer computer **200** request  
8 exchange rate data. This data will contain at least conversion rates from the session currency to  
9 other convertible currencies, it may also contain additional data such as anticipated expiration of  
10 the exchange rates. These rates are used by the customer computer **200** to estimate the amount  
11 of customer currency to pay for a purchase in merchant currency. As conversion rates may change  
12 rapidly, we prefer that this data be advisory only. the server **100** may send updated data to the  
13 customer computer **200** during any communication between them. The implication of this  
14 decision is that if the customer computer **200** pays insufficient funds to convert, it is viewed as  
15 a natural error due to obsolete data, not an attempt to defraud.

16 This aspect of the present invention may further include an optimization feature. The  
17 optimization feature is preferably executed by the customer computer **200** to determine whether  
18 it is advantageous for the customer user **203** to pay in one customer currency over another.

19 More specifically, the customer computer **200** determines the agreed price in the merchant  
20 accepted currency corresponding to the amount in each of the plurality of customer currencies.  
21 For example, assume the merchant user **303** will receive a price in currency C for the product and  
22 the customer user **203** has two customer currencies A and B available to pay the merchant user  
23 **303**. The customer computer **200** determines amounts in currencies A and B which equate to the  
24 merchant price in currency C. These amounts may be compared by converting them to a reference

1 currency of the customer computer **200**'s choice. The customer user **203** may choose (or the  
2 customer computer **200** may be programmed to choose) to pay the agreed price in the currency  
3 (A or B) which corresponds to the lesser amount in the reference currency. The amount in the  
4 chosen currency represents the amount in the customer selected currency A(CSC).

5 According to another variation to this optimization feature, the customer computer **200**  
6 may also determine whether it is less expensive to first convert currency A into currency B, and  
7 then to convert currency B into currency C. In any case, the customer user **203** pays using the  
8 optimal payment currency. This preferred mode reduces complexity of currency exchange to the  
9 customer user **203** without reducing the options available to the customer user **203**.

10 It is also contemplated that the server **100** may execute an optimization feature. In this  
11 case, the server **100** may include the plurality of customer currencies available to the customer  
12 user **203**. For example, data indicating the plurality of customer currencies may be  
13 transmitted in the second set of data from the customer computer **200** to the server **100** in lieu of  
14 the amount in the customer selected currency A(CSC) . In a manner similar to that described  
15 above, the server **100** determines the agreed amount in the merchant accepted currency A(MAC)  
16 for each of the plurality of customer currencies. The server **100** then chooses an amount in one  
17 of the customer currencies corresponding to the amount in the merchant accepted currency which  
18 is least when converted to the reference currency. The amount in the chosen currency represents  
19 the amount in the customer selected currency A(CSC).

20 In another embodiment of the present invention, it is expected that a merchant user **303**  
21 may desire to transact business in more than one currency. Therefore, the merchant user **303** will  
22 accept a price for the product in one of a plurality of merchant currencies. The merchant  
23 computer **300** communicates the agreed price for the product in each of the merchant currencies  
24 to the customer computer **200**. The customer computer **200** presents the agreed price in each of

1 the merchant currencies to the customer user **203**. The customer user **203** selects the agreed price  
2 in one of the merchant currencies that the merchant user **303** will accept. This selected currency  
3 may be recommended by the optimization procedure described above. This selected price  
4 represents the price in the merchant accepted currency P (MAC) , although it is actually selected  
5 by the customer user **203**.

6 According to a variation to this optimization feature, the customer computer **200** may also  
7 determine which customer currency - merchant currency pair represents the best value to customer  
8 user **203**. This is accomplished by customer computer **200** using exchange rate data to convert  
9 the price of the product in each merchant accepted currency into each of the customer currencies  
10 and selecting the lowest value among the results. For example, if customer user **203** has access  
11 to currencies A, B, C and merchant user **203** is willing to accept currencies y and z, the customer  
12 computer **200** will determine the cost of the products as quoted in merchant accepted currencies  
13 y and z in terms of customer accepted currency A. Whichever of these conversions yields the  
14 lowest cost to customer user **203** is the optimal customer currency merchant currency pair for  
15 customer currency A. This process is repeated until an optimal currency pair is computed for each  
16 customer currency. For example, this process may yield the following results: A to y, B to y, and  
17 C to z.

18 The next step is to decide which of these currency pairs represents the best value to  
19 customer user **203**. It is preferred that this be accomplished by converting each customer currency  
20 to a single reference currency. The conversion that yields the smaller number is identified as the  
21 "best" choice and is displayed to customer user **203**. Clearly, other approaches to determining the  
22 optimum currency can be devised by those skilled in the art.

23 Another embodiment of the present invention, as shown in Figure 2, again uses the server  
24 **100** to approve the transaction between the merchant user **303** and the customer user **203**.



1 However, the merchant computer need not be connected to the network **50** according to this  
2 aspect of the invention.

3 More particularly, in this embodiment, the customer user **203** has knowledge about the  
4 product that the merchant user **303** is providing and the price in the merchant selected currency  
5 for the product before submitting the second set of data to the server **100**. This knowledge need  
6 not be gained while the customer user **203** shops over the network **50**. For example, the merchant  
7 user **303** may have distributed catalogs to the customer user **203** (via regular mail, email, etc.)  
8 illustrating products, prices, and currencies therefor. The server **100** would receive the same  
9 information, that is, data representing the same products, prices and currencies from the merchant  
10 user **303**. This data may be received by the server **100** electronically over the network **50** or by  
11 some other means. For example, the merchant user **303** might provide the data representing the  
12 products, prices and currencies therefor via a network to which the customer computer **200** is not  
13 connected or by mail on a diskette. However received, this data would be accessible by the server  
14 **100**.

15 After viewing the catalog, the customer user **203** may purchase a product over the network  
16 **50**. In this case, the customer computer **200** transmits to the server **100** a description of a desired  
17 product (e.g., model number) and an amount in the customer selected currency A(CSC) for the  
18 desired product.

19 The server **100** thus has access to data indicating the amount in the customer selected  
20 currency A(CSC) which the customer user **203** is willing to pay for a product and the price in the  
21 merchant accepted currency P(MAC) which the merchant user **303** is willing to accept for the  
22 product. With this data, the server **100** approves the transaction as indicated above.

23 In any of the foregoing embodiments, notice of approval of the transaction may be

1 provided by the server **100** to the merchant user **303** and the customer user **203**. For example, the  
2 server **100** may transmit data indicating approval to the merchant computer **300**. After the  
3 merchant computer **300** receives the data indicating approval, the merchant computer **300** may  
4 transmit at least a portion of the data indicating approval to the customer computer **200**. In a  
5 similar manner, data indicating approval may be communicated from the server **100** to the  
6 customer computer **200**, which, in turn, would forward this data to the merchant computer **300**.  
7 In this manner, the customer user **203** and the merchant user **303** may be informed that the  
8 transaction was approved. Alternatively, the server **100** may separately transmit data indicating  
9 approval to the merchant computer **300** and the customer computer **200**. In yet another  
10 embodiment, the absence of notice from the server **100** may be deemed as affirmative notice that  
11 the transaction was approved. According to any of these procedures, or other preestablished  
12 procedures, notice may be provided to the participants in the transaction. Further, once notice of  
13 approval is provided, the product which is the subject of the transaction may be provided to the  
14 customer user **203** and the payment of the funds corresponding to the agreed price will be  
15 received by the merchant user **303** in the merchant accepted currency.

16 Actual settlement may occur contemporaneously with the approval of the transaction or  
17 it may be deferred. As is described below, it is the entity charged with performing the actual  
18 settlement who bears the risk.

19 We prefer that the server **100** perform actual settlement of the transaction. Therefore,  
20 according to this aspect of the present invention, the server **100** also has its own server accounts.  
21 The server accounts are in currencies corresponding to the currencies of the customer and  
22 merchant accounts. The server accounts represent real cash, credit, etc. corresponding to the  
23 electronic funds stored in the customer and merchant accounts.

24 To perform actual settlement, the server **100** may transmit data to a currency broker, bank

1 or financial institution to enable actual settlement. For example, the server **100** may transmit data  
2 identifying the server account and the amount in the customer selected currency A(CSC) so that  
3 the entity can convert real funds in an amount equal to the amount in the customer selected  
4 currency into real funds in the merchant accepted currency.

5 We prefer that the server **100** aggregate the amounts in each currency before settling. This  
6 may decrease the number of actual conversions that must be made from possibly hundreds per  
7 second to a few times per hour (or day). The frequency may vary depending on the volatility of  
8 the currency exchange market and on the relative currency balances in the server **100**'s various  
9 currency accounts.

10 Note that the server **100** is bound even if the later currency exchange rates are or become  
11 unfavorable to the server **100** as compared to the current exchange rates used during the virtual  
12 settlement. By eliminating the risk to the customer user **203** and the merchant user **303**, such risk  
13 is passed to the server **100**.

14 We prefer to take measures to manage the risk associated with the currency exchange to  
15 the server **100**. For example, we contemplate that the server **100** may have a preestablished  
16 agreement with the bank or financial institution. The terms of such an agreement might include  
17 a commitment on the part of the server **100** to settle transactions within a predetermined amount,  
18 time, and/or within a predetermined currency rate deviation. The predetermined amount of time  
19 may be on the order of several seconds or minutes. During this predetermined amount of time,  
20 we prefer that the server **100** aggregate transactions and submit them in batch for exchange. In  
21 return for the server **100**'s commitment, the entity may offer the server **100** a favorable currency  
22 exchange rate.

23 It is seen from the above detailed description that customer and merchant obligations  
24 relating to multi-currency transactions can be fixed at the time of the transaction. In this manner,

1 risks to these parties heretofore associated with currency exchange is minimized. To this end, the  
2 parties to a multi-currency transaction authorize an approving entity to settle the transaction.  
3 Authorization is granted by virtue of the customer user **203** and merchant user **303** setting up their  
4 respective accounts, knowing that transactions will be submitted and processed. The parties  
5 transmit data representing the transaction to the approving authority. This data includes an  
6 amount in a first currency that a customer user **203** is willing to pay for a product and a price in  
7 a different second currency which a merchant user **303** is willing to accept for the product. Using  
8 predetermined criteria, the approving entity approves the transaction. Once the transaction is  
9 approved, the approving entity may actually settle the transaction at its discretion thereby bearing  
10 the risk associated with currency exchange. The parties, however, incur no risk. The customer  
11 user **203** will pay the amount in the first currency and the merchant user **303** will receive the price  
12 in the second currency. These are values known and agreed to by the parties at the time of the  
13 transaction.

14 An alternate method of managing risk for extremely volatile currencies, the server **100**  
15 may choose to withdraw a currency or currencies from the list of convertible currencies.

16 Although the particular embodiments shown and described above will prove to be useful  
17 in many applications relating to the arts to which the present invention pertains, further  
18 modifications of the present invention herein disclosed will occur to persons skilled in the art.  
19 All such modifications are deemed to be within the scope and spirit of the present invention as  
20 defined by the appended claims.

1 We claim:

2 1. A system for determining approval of a transaction between a merchant and a  
3 customer, wherein the system comprises:

4 a. a merchant device associated with the merchant, wherein the merchant device has  
5 a first set of data including a product price in a first currency;

6 b. a customer device associated with the customer, wherein the customer device has  
7 a second set of data including a first amount in a second currency; and

8 c. a server device connected to both said customer device and said merchant device  
9 for receiving said first and second sets of data and for approving the transaction when said first  
10 amount in said second currency is within a risk range of said price in said first currency in  
11 accordance with current exchange rates.

12 2. The system of Claim 1, wherein said server converts said first amount in said  
13 second currency into an amount in said first currency and wherein the server approves the  
14 transaction when said amount in said first currency is within a risk range of said price in said first  
15 currency in accordance with current exchange rates.

16 3. The system of Claim 1, wherein said server has an account associated with the  
17 customer and wherein said account includes a second amount in said second currency and said  
18 server deducts said first amount in said second currency from said second amount in said second  
19 currency.

20 4. The system of Claim 1, wherein said server has a second account in said first  
21 currency associated with the merchant and wherein said server adds said price in said first  
22 currency to said  
23 second account.

24 5. The system of Claim 1, wherein when said price exceeds said first amount, said

1 server records the insufficiency.

2 6. The system of Claim 1, wherein said server has an account associated with the  
3 customer and records said price in said account in accordance with current exchange rates.

4 7. The system of Claim 1, wherein said customer device further has a plurality of  
5 customer currencies, wherein said customer currency in said first set of data is selected from said  
6 plurality of customer currencies.

7 8. The system of Claim 7, wherein said customer currency in said first set of data is  
8 selected by determining the smallest amount in said plurality of customer currencies of the price  
9 in the merchant currency.

10 9. The system of Claim 1, wherein said server is for receiving said plurality of  
11 customer currencies from said customer device and for determining the smallest amount in said  
12 plurality of customer currencies of the price in the merchant currency.

13 10. The system of Claim 1, wherein said risk range is predetermined.

14 11. The system of Claim 10, wherein said predetermined risk range is associated with  
15 an individual.

16 12. A system for determining approval of a transaction between a merchant and a  
17 customer, wherein the transaction includes the merchant providing a product to the customer at  
18 a price in a first merchant currency, wherein the price in the first merchant currency is known by  
19 the customer, wherein the system comprises:

20 a. a customer device associated with the customer, wherein the customer device has  
21 a first set of data including a customer amount in a customer currency; and

22 b. a server connected to said customer device having the merchant price in the first  
23 merchant currency, for receiving said first set of data, and for approving the transaction when said  
24 customer amount in said customer currency is within a risk range of said price in said merchant

1 currency in accordance with current exchange rates.

2 13. The system of Claim 12, wherein said server has an account associated with the  
3 customer and wherein said account includes a second amount in said customer currency and said  
4 server deducts said amount in said customer currency from said second amount in said customer  
5 currency.

6 14. The system of Claim 12, wherein when said price exceeds said first amount said  
7 server records the insufficiency.

8 15. The system of Claim 12, wherein said server has a second account in said merchant  
9 currency associated with the merchant and wherein said server adds the price in said merchant  
10 currency to said second account.

11 16. The system of Claim 12, wherein said customer device further has a plurality of  
12 customer currencies, wherein said customer currency in said first set of data is selected from said  
13 plurality of customer currencies.

14 17. The system of Claim 16, wherein said customer currency in said first set of data  
15 is selected by determining the smallest amount in said plurality of customer currencies of the price  
16 in the merchant currency.

17 18. The system of Claim 12, wherein said server is for receiving said plurality of  
18 customer currencies from said customer device and for determining the smallest amount in said  
19 plurality of customer currencies of the price in the merchant currency.

20 19. The system of Claim 12, wherein said risk range is predetermined.

21 20. A transactional system between a customer and a merchant,  
22 comprising:

23 a. a merchant device associated with the merchant having a product price in a  
24 merchant currency; and

1           b.       a customer device associated with the customer having an amount in a customer  
2       currency, wherein said customer device is in secure communication with said merchant device,  
3       wherein said customer currency is different from said merchant currency, and wherein said  
4       customer device is for transmitting said product price in said merchant currency to said merchant  
5       device in accordance with current exchange rates.

6           21.     The transactional system of Claim 20, wherein said customer currency is a selected  
7       customer currency, wherein said customer device further comprises a plurality of customer  
8       currencies, and wherein said selected customer currency is selected from said plurality of  
9       customer currencies.

10          22.     The transactional system of Claim 20, wherein said merchant currency is a selected  
11       merchant currency, wherein said merchant device further comprises a plurality of merchant  
12       currencies, wherein said merchant device transmits at least a portion of said plurality of currencies  
13       to said customer device, and wherein said customer device selects said selected merchant currency  
14       for transmittal of said product price in said selected currency thereto.

15          23.     The transactional system of Claim 20, wherein said transmittal occurs without any  
16       prior agreement of said current exchange rate between the customer and the merchant.

17          24.     A method for determining approval of a transaction between a merchant having  
18       a merchant device and a customer having a customer device, wherein the merchant device and  
19       the customer device are connected to a server, wherein the method comprises:

20           a.       transmitting a first set of data from the merchant device to the customer device,  
21       wherein said first set of data includes a merchant price in a first merchant currency;

22           b.       receiving said first set of data by the customer device, wherein said customer  
23       device has a second set of data including a customer amount in a first customer currency, and  
24       transmitting said first and said second sets of data by the customer device to the server; and



1           c.       transmitting said first and second sets of data by the customer device to the server,  
2       wherein the server is for approving the transaction when said customer amount in said first  
3       customer currency is within a risk range of said merchant amount in said merchant currency in  
4       accordance with current exchange rates.

5           25.     A method for determining approval of a transaction between a merchant having  
6       a merchant device and a customer having a customer device, wherein the merchant device and  
7       the customer device are connected to a server, wherein the method comprises:

8           a.       transmitting a first set of data from the customer device to the merchant device,  
9       wherein said first set of data includes a customer price in a first customer currency;

10          b.       receiving said first set of data by the merchant device, wherein said merchant  
11       device has a second set of data including a merchant amount in a first merchant currency, and  
12       transmitting said first and said second sets of data by the merchant device to the server; and

13          c.       transmitting said first and second sets of data by the merchant device to the server,  
14       wherein the server is for approving the transaction when said customer amount in said first  
15       customer currency is within a risk range of said merchant amount in said merchant currency in  
16       accordance with current exchange rates.

1 / 2

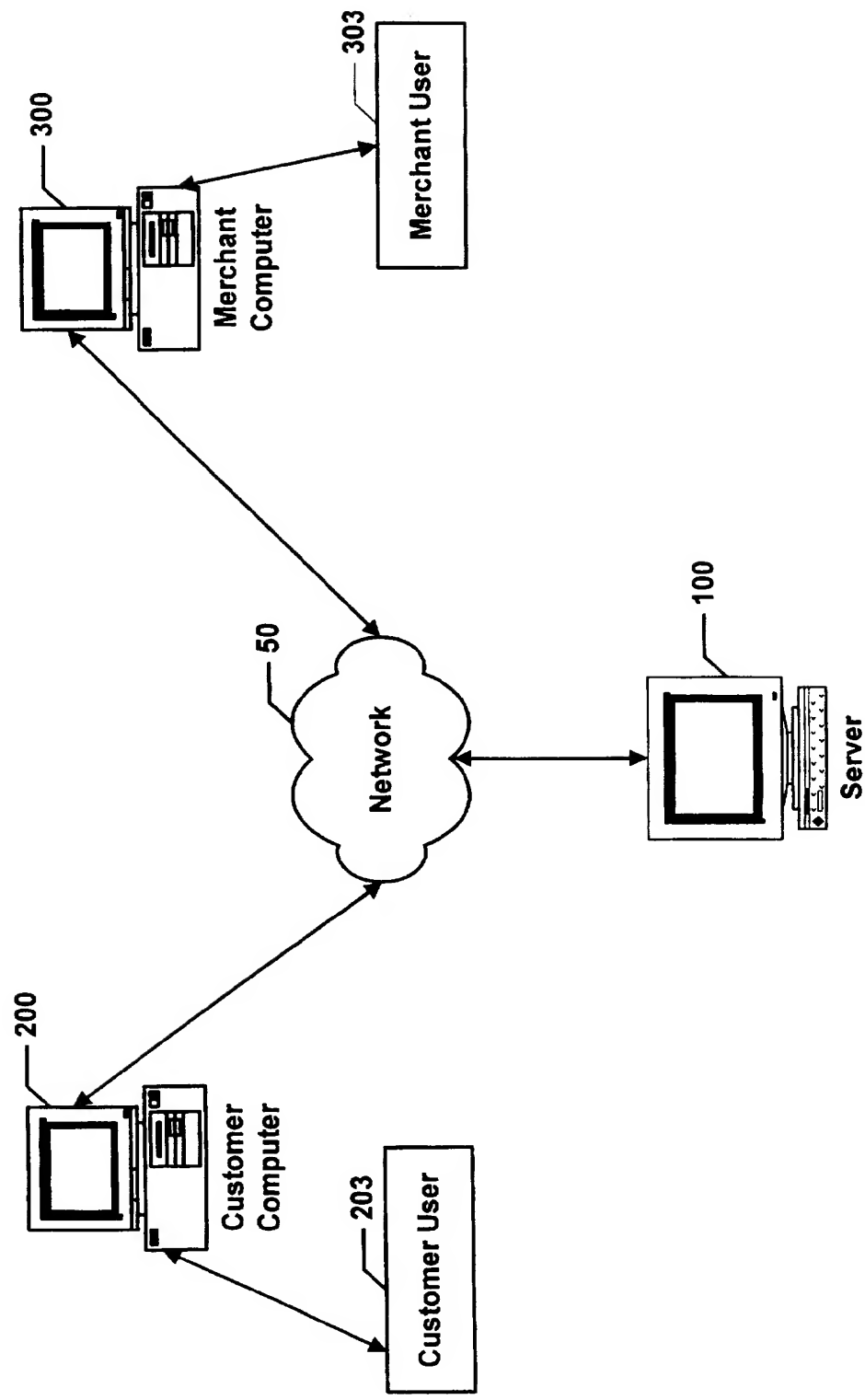


FIGURE 1

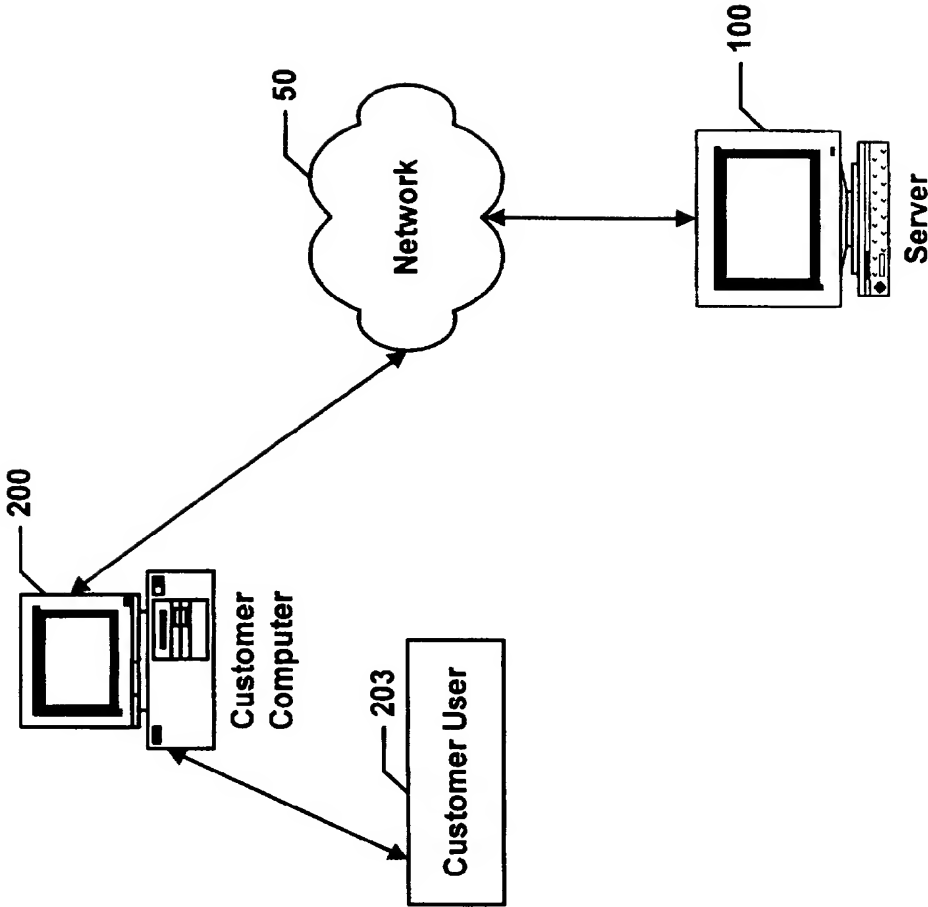


FIGURE 2